

J A C O B R U T H E R F O R D

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Tools

Visual Studio	C++ & C#
Java	Java 2ME
XNA	iPhone (DragonFireSDK)
Flash	ActionScript
FlashDevelop	Flixel
Unity3D	Unreal Editor
3D Studio Max	Photoshop
Maya	Illustrator

Skills

Game Programming
Game Design
3D Modeling
3D Rigging
Texturing

Education

Electronic Game Design Programming
NBCC Miramichi 2010

Electronic Game Design 3D Graphics
NBCC Miramichi 2008

Work Experience

Research Assistant (June – September 2009)
NBCC Miramichi – Brian McGee
Research, game programming and 3D architectural graphic design. Working on experimental hardware.

Vacation Counselor (May 2005 – December 2006)
Cendant Corporation (Resort Condominiums International)

Related Experience

Industry Practicum (2 Months work experience at Loogaroo)
Unity3D Workshop
Global Game Jam – Game Programmer
Jaloo Festival – Attendee
Game Design Project Management Workshop